

REMARKS

1. Claims 1-37 were pending. Claims 19 and 20 have been cancelled. Claims 1, 2, 4, 13, 17, 18, 23-27, 32, and 35 have been amended. Claims 38-51 have been added. No new matter has been added. Claims 1-18 and 21-51 are now pending. Reexamination and reconsideration of the application, as amended, are requested.

2. Rejection under 35 U.S.C. § 102(b)

Claims 1-37 are rejected under 35 U.S.C. 102(b) as being anticipated by Lee (US Patent No. 5,978,920). The Applicant respectfully traverses the rejection and requests consideration of the following.

A. Applicant's Disclosure

The present application discloses a game console that has a memory, a processor, and a media reader. The media reader is capable of reading different media types as well as a rating for each of the media types. A console application is stored in the memory. A control setting is also stored in the memory for each media type. When the console application is executed by the processor, the media reader reads and performs the media type unless the rating of the media type does not satisfy the control setting for the media type.

By way of example of the foregoing, the media reader can read computer games, music tracks, and movies. Each of the computer games, music tracks, and movies that can be read by the media reader has a rating that can also be read by the media reader. For movies, example ratings are G, PG, PG-13, and R. For computer games, Early Childhood (EC), Everyone (E), Teen (T), Mature (M), Adults Only (AO), and Rating Pending (RP) are example ratings issued by the Entertainment

1 Software Rating Board (ESRB). Music is also rated, examples of which are identifiers
2 for Explicit Content (E) and Parental Advisory (PA) issued by the Recording Industry
3 Association of America (RIIA) through a Parental Advisory Labeling program.

4 When the media reader reads the rating of a computer game, music track, or
5 movie submitted to the game console, the content will not be performed by the game
6 console unless the rating satisfies a parental control stored in the game console for the
7 computer game, music track, or movie.

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9 B. The Teaching of Lee (US Patent No. 5,978,920)

10 Lee teaches a computer system that can read a rating of a computer game and
11 can prohibit the computer game from being played by the computer system if the
12 rating is not satisfactory according to a predetermined criteria. Lee does not teach a
13 computer system that has the capability of reading different media types with the
14 ability to discriminate among unsatisfactory ratings, according to respective control
15 settings, for the different media types. As such, Lee does not give instructions to those
16 skilled in the relevant arts to prohibit the performance of different media types as a
17 function of their respective ratings and corresponding control settings.

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19 C. Summary

20 The pending independent claims, as amended, recite limitations related to more
21 than one media type. Such limitations are missing from both the applied art and the
22 art of record, both alone and in any combination. Moreover, these missing limitations
23 are not otherwise supported by way of official notice, stated scientific theory, basis for
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1 common knowledge in the art, or cited legal precedent. As such, the independent
2 claims, and claims dependent therefrom, are allowable over the applied art.

3 The Applicant respectfully maintains that the present application is in
4 condition for allowance. Reconsideration of the rejections is requested. Allowance of
5 Claims 1-18, and 21-51 at an early date is solicited. In the event that the Examiner
6 finds any remaining impediment to a prompt allowance of this application that could
7 be clarified by a telephonic interview, the Examiner is respectfully requested to initiate
8 the same with the undersigned attorney.

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10 Dated this 2ND day of Oct. ~~August~~, 2002.

11 Respectfully submitted,

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1 **Marked up Version of the Pending Claims Under 37 C.F.R. § 1.121(c) (1) (ii):**

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3 Amend Claims 1, 2, 4, 13, 17, 18, 23-27, 32, and 35 as follows and in accordance
4 with 37 C.F.R. §1.121(c)(1)(ii), by which the Applicant submits the following marked up
5 version only for claims being changed by the current amendment, wherein the markings
6 are shown by brackets (for deleted matter) and/or underlining (for added matter):

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8 1. (Once Amended) A game console, comprising:
9 a memory for storing a parental restriction control setting for each of a plurality of
10 different kinds of media types;
11 a processor;
12 a media reader for reading content of each of the plurality of kinds of media types
13 and for reading a corresponding rating for each said media type of the content; and
14 a console application stored in the memory[and executable on the processor, the
15 console application restricting access to content based on a parental control setting],
16 wherein when the console application is executed by the processor:
17 if the parental restriction control setting corresponding to the media type
18 of the content being read is satisfied, then the console application renders a
19 performance of the content read by the media reader.
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1 2. (Once Amended) A game console as recited in claim 1 wherein the
2 media reader is a broadband connectivity component for receiving and reading the
3 plurality of different kinds of media types from an online source [parental control setting
4 is associated with a particular media type].

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6 4. (Once Amended) A game console as recited in claim 2 [1] wherein
7 the kind of media type that the media reader reads is online data having a rating for the
8 online data [console application restricts access to content based on a plurality of parental
9 control settings, each of the plurality of parental control settings is associated with a
10 particular media type].

11
12 13. (Once Amended) A method comprising:
13 identifying content from among each of a plurality of different media types to be
14 executed on a game console and a corresponding rating thereof;
15 identifying a parental control setting stored in the game console for the media
16 type of the identified content;
17 analyzing the content to be executed on the game console using the media type
18 thereof and the parental control setting of the media type; and
19 executing the content on the game console if the rating of the identified content
20 satisfies the parental control setting.
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23 17. (Once Amended) A method as recited in claim 13 wherein the
24 identifying content further comprises receiving and reading the content from a broadband
25 connectivity component and a rating for the content [analyzing the content includes

1 determining a rating associated with the content and comparing that rating to the parental
2 control setting].

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4 18. (Once Amended) A method as recited in claim 13 wherein the content
5 from a broadband connectivity component is online data [parental control setting is
6 associated with the type of content to be executed on the game console].

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8 23. (Once Amended) A method comprising:
9 identifying a media type of content to be accessed by a game console from among
10 each of a plurality of media types;

11 identifying a parental control setting stored in non-removable memory of the
12 game console and associated with the media type of content to be accessed by the game
13 console;

14 analyzing the content to be accessed by the game console using the identified
15 parental control setting; and

16 allowing the game console to access the content if the content satisfies the
17 identified parental control setting and otherwise outputting a diagnostic.

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20 24. (Once Amended) A method as recited in claim 23 wherein the media
21 type of content to be accessed by the game console is game data.

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23 25. (Once Amended) A method as recited in claim 23 wherein the media
24 type of content to be accessed by the game console is audio data.
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1 26. (Once Amended) A method as recited in claim 23 wherein the media
2 type of content to be accessed by the game console is video data.

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4 27. (Once Amended) A method as recited in claim 23 wherein the media
5 type of content to be accessed by the game console is online data.

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7 32. (Once Amended) A user interface for a game console, comprising:
8 a range indicator that identifies a range of content restriction levels that may be
9 played by the game console for a variety of difference media types; and
10 a control movable relative to the range indicator to select a particular content
11 restriction level corresponding to each said media type.

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13 35. (Once Amended) A computer-readable medium for a game console
14 comprising computer-executable instructions that, when executed, cause the game
15 console to:

16 identify content to be played by the game console based upon different kinds of
17 media types that can be played by the game console;

18 identify a parental control setting associated with the particular media type of the
19 identified content;

20 determine whether the particular media type of the identified content satisfies the
21 parental control setting; and

22 playing the identified content if the identified content satisfies the parental control
23 setting.
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